



ONLY ON
XBOX

LIVE ONLINE ENABLED

Ball Carrier Controls



Defensive Controls (After the Snap)



Get On the Field... NOW!

pg. 8

Create the Play of
Your Dreams

pg. 12

Go Deep with
Online Play

pg. 18

NFL 2003
FEVER



0602 Part No. X08-82230



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SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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IT JUST KEEPS GETTING BETTER

Last year, when the Microsoft *NFL Fever* franchise was traded from the PC to the Xbox, you heard all the hype—amazing graphics, incredible gameplay, can do everything but bake you a cake. And you said to yourself, “Nothing can be that great.” Then you tried it.

And it was.

So this year, the talk has started again with *NFL Fever 2003*. But now you’re thinking, “Bet it’s not much different than last year.” After all, lightning never strikes twice, right?

Hope you’re wearing your rubber boots.

The team that brought you *NFL Fever 2002*, the best-selling football game on Xbox, hasn’t been sitting around getting all fat and lazy during the offseason. They’ve been crankin’ on the next in-your-face, blow-your-mind, so-realistic-it-gives-you-the-creeps version—*NFL Fever 2003*. With improved gameplay, better AI, online play, and increased customization options, it’s all you’ve ever wanted and more.

Just don’t expect it to bake you a cake.

—Ed.



TAKE THE FIRST STEP

Let’s begin at the beginning. That would be the **Main Menu**, naturally. This is where you take your first step along the path to football immortality. But which fork in the road will you take?

Here’s a roadmap for you:



Main Menu Options

Practice	Learn basic game controls, and work on your play execution.
Single Game	Pick two available teams, and then go head-to-head in just one game.
Season	Build a long-term dynasty, or take the seven-game Classic Challenge against some of history’s greatest teams.
Network Play	Play against a real, live opponent using the Xbox™ Live service, or use System Link to connect two Xbox consoles.
General Manager	Make trades and substitutions, create or edit players, create custom uniforms, and more.
Load or Delete Files	Access your saved games, players, replays, and seasons.
User Profile	Create your own plays, and create and modify your personal settings, such as audibles, hot routes, favorite plays, and controller settings.
Options	Adjust gameplay settings, such as rules, sound, and display.

OFFENSIVE CONTROLS

[illegible]

A	>>>>>>>>>>>>>>	Pass to receiver A
B	>>>>>>>>>>>>>>	Pass to receiver B
X	>>>>>>>>>>>>>>	Pass to receiver X
Y	>>>>>>>>>>>>>>	Pass to receiver Y
(Black)	>>>>>>>>>>>>>>	Pass to receiver Black
(White)	>>>>>>>>>>>>>>	Throw ball away
Left Thumbstick	>>>>>>	Move QB
Right Thumbstick (click)	>>	Toggle QB between run/pass mode
Left/Right Trigger	>>>>>	Pump fake






- X >> >> >> >> Switch to receiver
- Y >> >> >> >> Jump for ball
- >> >> >> >> Dive for ball

[illegible]

A diagram of an Xbox 360 controller with the following labels:

- Shoulder charge
- Juke left
- Juke right
- Stiff arm
- Spin
- Turbo
- Dive
- Lateral
- Move ball carrier
- Hurdle & showboat

CONTROLS





































































































- | | | | |
|---|--------------------|------------|--------------------------------|
|  | + Left Thumbstick | > | Shift defensive line |
|  | | >>>>>>>>>> | Cycle through players |
|  | | >>>>>>>>>> | Display play diagram |
|  | | >>>>>>>>>> | Call audible |
|  | | >>>>>>>>>> | Change receiver coverage style |
| | Left/Right Trigger | >>> | Cycle through players |

KICKING CONTROLS

Punting / Kickoff Returns (Ball Carrier)

- Y** > > > > > > > > Call fair catch
● > > > > > > > Kneel in end zone

Kickoffs / Placekicks / Punts (Kicker)

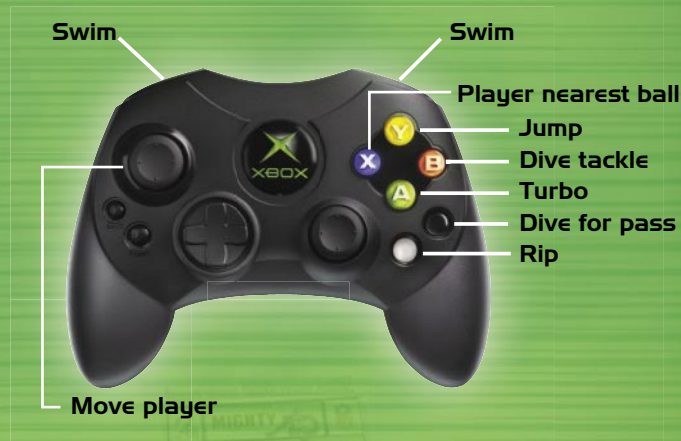
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Kicking Meter

When kicking, the arrow determines the strength and direction of your kick. Press the **A** button once to stop the arrow and set the direction for the kick. Then, when the arrow fills with red, press the **A** button again to set the strength of the kick.



Defensive Controls (After the Snap)



CALLING PLAYS

-Offense or Defense

- | | | |
|---|---------------------|--|
|  | » » » » » » » » » » | Select formation or play |
|  | » » » » » » » » » » | Go back one level |
|  | » » » » » » » » » » | Flip play horizontally (offense only) |
|  | » » » » » » » » » » | Display key |
| Left Thumbstick | » » » » | Highlight formation or play |
| Right Trigger (hold) | » » | Hide the highlight (multiplayer only) |
| Left Trigger (hold) | » » » | Keep playpicker on screen (multiplayer only) |

COACH SAYS

When controlling the offense, you can have a play executed for you. Just snap the ball, sit back, and watch the action unfold.

QUICK AND DIRTY

So, you say you just came to play? Then you want the **Single Game** mode – your best bet for getting on the field fast.

To start a single game

1. From the **Main Menu**, select **Single Game**.
2. Move the **Left Thumbstick** left or right to set your controller to **Away** or **Home**.
3. Move the **Left Thumbstick** up or down to choose a user profile.
4. Pick your team and uniform.
5. Pick game options.
6. Press the **A** button to start the game.

ASK COACH

Yo, Coach!

My brother and I love to play against each other, but we always end up fighting. Mom says that if we don't cut it out, she's gonna take the game away from us. HELP!

-Fighting in Philly

Dear Fighting,

Not to worry. There's a simple way to hang on to your game and keep dear ol' Mom happy at the same time—play together on the same team. You always control the QB, while your brother can press the **X** button to choose the receiver he wants to control. In fact, up to four players can play on the same team, so you can draft Mom and Dad, too.

-Coach

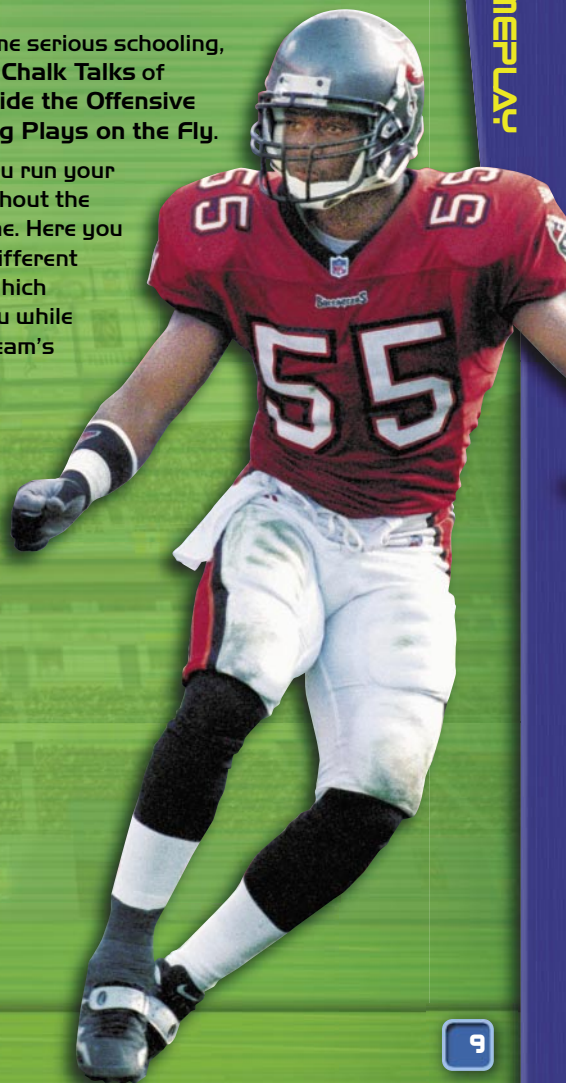
BRUSH UP YOUR SKILLS

Not ready for the big time just yet? Not a problem. The solution to your dilemma lies within the **Practice** mode.

In the **Training Camp**, you can run your thumbs through a number of button-mashing drills, such as running, passing, kicking, and tackling—all without actually calling plays or playing a real game.

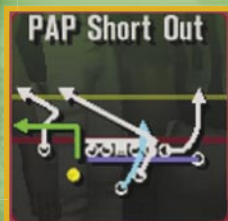
If you're in need of some serious schooling, sit back and enjoy the **Chalk Talks** of your choice – from **Inside the Offensive Playbook** to **Changing Plays on the Fly**.

Open Practice lets you run your offense or defense without the pressure of a real game. Here you can check out all the different plays and figure out which ones work best for you while complementing your team's skills and assets.



CALLING THE SHOTS

To ensure accuracy, the playbooks offered in this game were designed with the help of professional football players and coaches. And this year, you can try to fill their shoes by creating your own plays. Obviously, if you were looking for depth and realism, you've found it.



Offensive-Play Key

	Player in motion
	Ball carrier's route
	Primary receiver's route
	Other receivers' routes
	Fake handoff
	Blocker's assignment

Defensive-Play Key

	Defensive back
	Linebacker
	Down lineman
	Rush path
	Blitz path
	Zone coverage
	Man-to-man coverage



CHANGES AT THE LINE

You know the feeling. You've picked a play that you're sure will blow right past their weak defense. Then, you step up to the line, take a look around, and that rock starts to settle in your gut. The defense is lined up so perfectly, it's like your opponent has read your mind and your playbook. But you're not beaten yet.

When the quarterback is set, press the **Black** button to display the available audibles. Then, press the button that corresponds to the audible you want to call.

COACH SAYS

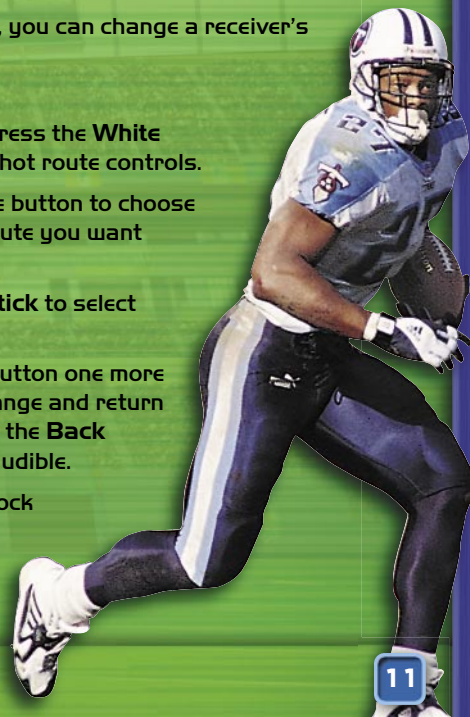
To maximize the remaining time when on offense late in a game, press and hold the **A** button to repeat the last play. After a play, press the **White** button to skip the post-play scenes and bring up the playpicker.

If you've chosen a pass play, you can change a receiver's route by using a hot route.

To use a hot route

1. When the QB is set, press the **White** button to display the hot route controls.
2. Press the appropriate button to choose the receiver whose route you want to change.
3. Use the **Left Thumbstick** to select a new pass route.
4. Press the receiver's button one more time to accept the change and return to the game. Or press the **Back** button to cancel the audible.

Keep in mind that the play clock continues to run while you are choosing a hot route or an audible.



PLAY YOUR OWN WAY

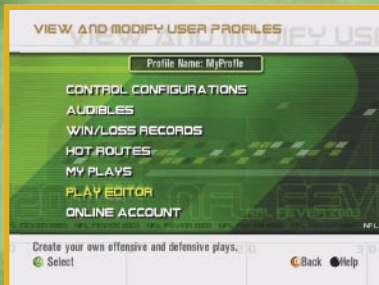
NFL Fever includes professional-quality plays for virtually every possible situation. Not enough for you? Or you just think you could do better? Fine. Be our guest.

Before you can create your own plays, you need a user profile. If you don't already have a user profile, then you must create one. That's easy enough.

To create a user profile

1. From the Main Menu, choose **User Profile**.
2. Select **Create User Profile**.
3. Give your profile a name, and you're ready to enter the **Play Editor**.

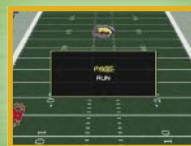
After you've created a user profile, follow these four easy steps to create your very own play.



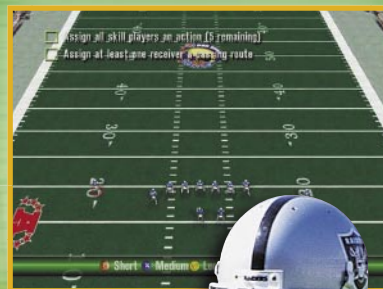
1. On the **View and Modify User Profiles** screen that follows, select **Play Editor**.



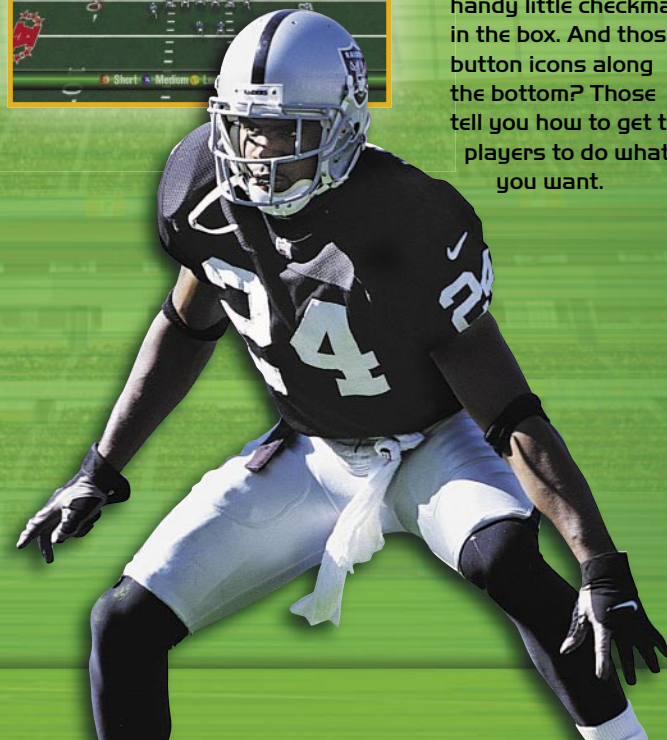
2. Pull the **Left or Right Trigger** to choose to create a custom offensive or defensive play. Highlight an available slot, and then press the **A** button.



3. On the next few screens, narrow down the type of play you want to create by selecting the formation and sub-formation. Note that you have to make a few more decisions for an offensive play than for a defensive one.



4. Now, see the instructions in the upper-left corner of the screen? When you've completed an instruction, you get a handy little checkmark in the box. And those button icons along the bottom? Those tell you how to get the players to do what you want.



Here's an example of how to create a custom play based on a **Gun 3 WR** sub-formation (an offensive passing play).



Use the **Left Thumbstick** to move the little red circle to one of the players. In this example, press the **X** button to have the selected receiver run out for a medium pass. See that green arrow appear? That's the route the selected receiver will run. Use the

Left Thumbstick to move that arrow, thus changing the path the receiver will follow.

When you find the route you want, press the **A** button, and the color of the path changes to gray. After you've assigned an action to each offensive player, a checkmark appears beside one of the instructions.



Now use the **Left Thumbstick** again to select another player. Keep reading the instructions on the screen and using the button controls at the bottom of the screen, and you'll do just fine.

COACH SAYS

The **My Plays** option appears in the playpicker only after you've created a play or designated an existing play as a favorite in your user profile.

If you've created an offensive play, you can simulate it to see how well it works on the field. If you like what you see, select **Save Play**, and give it a name.



When you've created a play of your own, you can pick from those plays in a real game whenever you play with your user profile.

Team Play Styles

The plays available in your playpicker, and the ones available for the computer opponent, are determined by the team play style you select.

To change a team's play style

1. From the **Main Menu**, choose **General Manager**
2. Select **Coaching & Player Reports**.
3. Select **Team Play Style**.

-OR-

1. If you're in a dynasty, choose **Coaching & Player Reports** from the **League Home Menu**.
2. Select **Team Play Style**.

Changes made in the **General Manager** will affect **Single Game** mode. However, changes will not affect dynasty games, unless you set **Rosters** to **Current** on the **Options** screen when you begin a new dynasty.

READ THE SIGNS

You don't have to be a mind reader to figure out what your opponent is thinking. Just take a look at the personnel on the field and where they're lined up along the line of scrimmage.

Reading a Defense

Are the defensive backs playing zone coverage or man-to-man?

In zone coverage, the DBs defend sections of the field, not specific receivers. Zone defenses will allow short passes but stifle deep throws. In zones, the safeties line up 12 yards or more off the ball. When playing a zone, the DBs will not follow receivers going in motion.

COACH SAYS

Each team is allowed three time outs per half and two during overtime periods.

To take a time out

1. Press **START** to bring up the **Pause Menu**.
2. Select **Time Out**.
3. Select **Return to Game** to resume play.

How many defenders are on or within a yard of the line of scrimmage?

When eight or more defenders are on or near the line, it will be harder to run the ball and might indicate that the defense will blitz the QB. A quick pass is usually the best way to counter this.

Reading an Offense

How many receivers and tight ends are on the field?

Three or more wide receivers often indicate a pass play is coming. When two tight ends are in the game, look for the offense to run the ball.

Where is the tight end lined up?

The side of the formation where the tight end lines up is the strong side of the offensive formation. If a running play is called, it usually will be to the strong side.

Where is the QB lined up?

If the quarterback is not in position to take the snap directly from the center—that is, he's in shotgun formation—the offense likely will pass.

What is the down and distance?

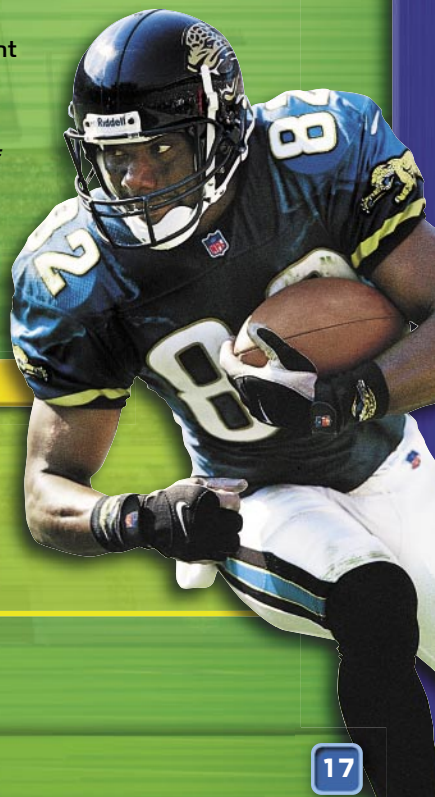
If the offense needs more than eight yards to get a first down, they are more likely to pass than to run.

Are three receivers lined up on one side of the formation?

It's likely the receivers will run crossing routes designed to confuse the defensive backs and linebackers.

COACH SAYS

When it comes time to choose a formation, look for the one labeled **Recommended**. The plays in that group have been handpicked by our very own coaching consultants.



GET ONLINE - GO REALLY DEEP

So you're in Seattle, and your best friend just moved to Miami. Think your gaming days are over? Not by a long shot, if you'll pardon the pun. *NFL Fever 2003* makes it possible for you to keep right on playing, whether you're next door or several states away. With the Xbox™ *Live* service, you can find your friends online, talk trash to them, and extend your Xbox games by downloading content. To determine if the Xbox *Live* service is available in your region, go to www.xbox.com.

Getting Connected

Naturally, there are a few steps you need to take before you can throw a 3,000-mile pass. First, you must connect your Xbox console to a direct or shared broadband connection. Then, you have to sign up for the Xbox *Live* service. For more information on these steps, see the Xbox *Live* service Quick Start card that came with this game, or check out www.xbox.com. If you need more help, call 1-800-4MY-XBOX (1-800-469-9269).

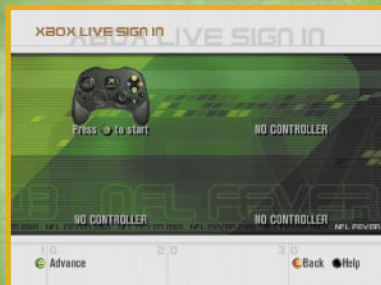
Signing In

When you're ready to sign into the Xbox *Live* service, select **Network Play** from the **Main Menu**, and then select **Online**. The first area you encounter is the Xbox *Live* Sign In screen.

This is where you select a user profile and an Xbox

Live ID for each player who is signing in.

At least one player must select a valid account with the Xbox *Live* service. Then, up to three additional players can sign in as Guest. Note that guests cannot use any voice capabilities.



When every player has selected a profile and an account, press the **A** button to sign in and enter the **NFL Fever Lobby**.

Entering the Lobby

When you are in the **NFL Fever Lobby**, you are presented with a number of options. Note that if any player presses the **B** button while in the **NFL Fever Lobby**, every player will be signed out of the Xbox *Live* service.



NFL Fever Lobby Options

Quick Match	Find an opponent immediately, without specifying game criteria.
Friends List	View your current Friends List , see the online status of a friend, and invite a friend to play.
OptiMatch	Create and host a game, or specify criteria for the game you would like to join.
Voice/ User Status	Set your Online Status , and decide whether or not to change the sound of your voice.
Rankings	See where you rank, and view stats on other players.
Content Downloads	Download updated rosters.
Sign Out	Quit your game session, and sign out of the Xbox <i>Live</i> service.

Rankings

The **Rankings** screen gives you the chance to find out where you rank among all other *NFL Fever* players. You can use the **Left Thumbstick** to scroll through the names on the screen, or if you want to find yourself, press the **Y** button to go directly to your name. The rankings track the following information, based on player name: rank, record, disconnects (number of times the player has disconnected before a game was finished), offensive stats, and defensive stats.

ASK COACH

Yo, Coach!

*I'm not sure whether I should choose **Quick Match** or **OptiMatch**. What's the diff?*

-Confused in Connecticut

Dear Confused,

It's like this: **OptiMatch** makes it possible for you to specify exactly what kind of game you want to play—from weather conditions, to officiating style. **Quick Match**, on the other hand, gets you in a game fast—just as the name says. You won't have to set up anything. You are presented with a randomly-chosen game to play.

-Coach

Voice Capabilities

Not only can you challenge your buddy to an online game, but, with an Xbox Communicator, you can chat with him at the same time. Just follow the instructions that come with the Communicator, and you'll be trash talking in no time.

Keeping Track of Friends

Your **Friends List** can contain up to 100 other gamers whom you've designated as friends. Not only does the list make it possible for you to send invitations or be invited to a game with your friends, it lets you check up on your pals as well. You can see if they are signed in, currently playing, what game they're playing, and more.

Editing the Friends List

You can send an invitation to a friend, and, if your invitation is accepted, that friend is added to your list.

To add/delete a player to/from your Friends List

1. Go to the **Game Room**, and highlight the name of that player.
 2. Press the **X** button to bring up the **Player Options Menu**.
 - Press the **Y** button to send an invitation to join your **Friends List**.
- or-
- Press the **X** button to remove that player from your **Friends List**.



Sending Invitations

Let's say you want to play specifically with your friend in Miami. What do you do? Send an invitation, of course.

To invite a friend to join a game

1. Highlight a player's name in your **Friends List**.
2. Press the **A** button to bring up the **Friends Options Menu**, and then select **Send Game Invitation**.
3. Choose the settings for your game.








Ignoring Your Friends

Sometimes you just don't feel all that friendly, and you don't want to receive invitations from a certain player.

To ignore a player

1. Go to the **NFL Fever Lobby**.
2. Select **Voice/User Status**.
3. Set your **User Status** to **Appear Offline**.

The Xbox™ Live Service Icons

	Voice on
	Voice muted
	Game invitation sent
	Game invitation received
	Friend is online
	Friend request sent
	Friend request received

UNSUNG HEROES



On the evening of April 5, 2002, *NFL Fever* sponsored the 29th annual NFL Players Awards Banquet in Washington, D.C.

This yearly banquet, the proceeds from which benefit Special Olympics, honored the Unsung Heroes of the NFL. These are the players who, though they might not get the most attention on the field, deserve special recognition for both their dedication on the gridiron and for their exceptional contributions to their communities. What makes this award even

more meaningful is that candidates were nominated not only by their fellow teammates, but also by the loyal fans.

Thirty-one Heroes were honored that night, one from each of the NFL teams, with the NFLPA's highest honor, the Byron "Whizzer" White Award, going to Jacksonville Jaguars QB, Mark Brunell. Through the Mark Brunell Foundation and the Mark Brunell Charity Golf Tournaments, more than one million dollars has been donated to help critically ill children in northeastern Florida.

NFL Fever is proud to help recognize and encourage the continuing efforts of these selfless athletes.

COACH SAYS

If you are having a tough time finding an online game to join, try relaxing your criteria by setting some options to **Any**.

BUILD & MANAGE A DYNASTY

What's that? A single game just isn't enough for you? Need a place where you can really leave your mark? We've got just the thing—dynasties. You can create, play, and manage your team for as many as 25 seasons. Through clever trades, successful drafts, and smart free-agent management, you can build a champion team. In addition, with the help of the **Create a Player** feature, you can literally be in the game.

Play vs. Sim

So, you've decided to take the plunge and create a dynasty. Now you're gonna have to make some decisions. The first—to sim or not to sim? You have the choice of playing your games or having the CPU simulate them for you. From the **Schedule & Start Game** screen, you can have the CPU simulate single games or whole seasons. Note that when you choose **Sim Week**, the CPU simulates all of that week's games not marked as **Play**; when you choose **Sim Year**, the CPU simulates all games for that regular season.



Management

Some of the most important plays aren't made on the grass. They're made behind the scenes by guys in suits with fancy pens. But don't worry. *NFL Fever* gets you in that game too. The **General Manager** feature makes it possible for you to take control of rosters and coaching reports, as well as create and modify players, uniforms, and stadiums.

To use the General Manager

- Choose **General Manager** directly from the **Main Menu** if you're interested in affecting the **Single Game** mode only.
- or-
- Access the **League Home Menu** after you've created a dynasty if you want your changes to affect that dynasty.

Offseason

In the offseason, you have the opportunity to augment your team by acquiring new players through trades, free-agent signings, and drafts. You have the option of completing each personnel transaction yourself or letting the CPU conduct them for you.

Create a Player

What do you get when you combine the speed of the fastest player, the accuracy of a champion quarterback, and the endurance of the strongest lineman? You get a guy who doesn't exist—until now. With the **Create a Player** feature in *NFL Fever*, you can design your dream player. From choosing his college, to setting his acceleration and agility, to determining his salary—you make the call.

ASK COACH

Yo, Coach!

I'm having trouble signing guys to my team. Why can't I sign a rookie for more than three years? I can sign anyone else for more than that. What's up?

-Baffled in Buffalo

Dear Baffled,

The experts are doing you a favor, kid. Before you sign a guy for an extended length of time, you want to be sure he's gonna perform the way he should. That's why you can sign an unproven rookie for no more than three years. After a player's proven his worth in the first year, then you can grab him for up to seven years at a time.

-Coach

Dynamic Player Performance

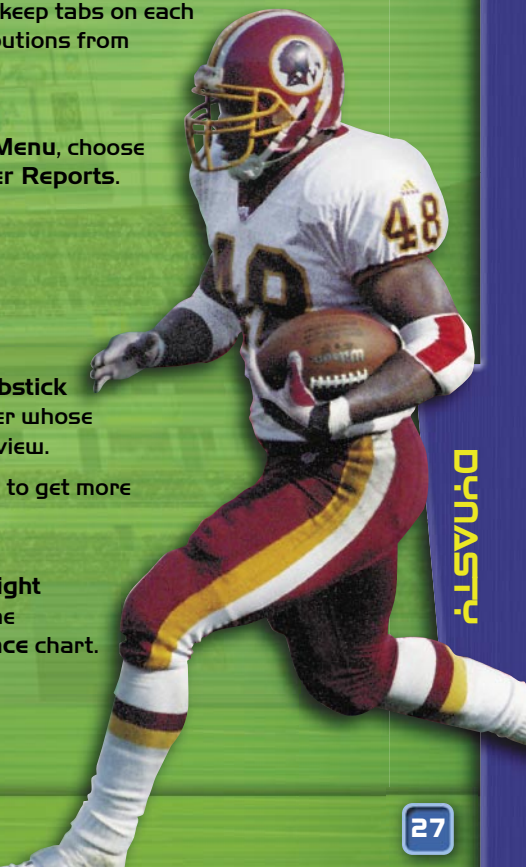


So, now that you've put together the ultimate lineup, you can focus on running the plays and forget all about that pencil-pushing stuff, right? Not if you want to dominate the next 25 seasons, my friend.

The Dynamic Player Performance feature in *NFL Fever* makes it possible for you keep tabs on each individual player's contributions from game to game.

To access player stats

1. From the **League Menu**, choose **Coaching & Player Reports**.
2. Select **Roster and Player Reports**.
3. Use the **Left** and **Right Triggers** to choose a team.
4. Use the **Left Thumbstick** to choose the player whose stats you want to view.
5. Press the **A** button to get more information on the highlighted player.
6. Use the **Left** and **Right Triggers** to view the **Player Performance** chart.



Looking the Part

It's not enough just to slap your name on a dynasty team. To make a team truly your own, you gotta make it look the part. With the **Uniform/Stadium Editor**, your team can reflect your personal style—with a custom uniform and new home stadium.



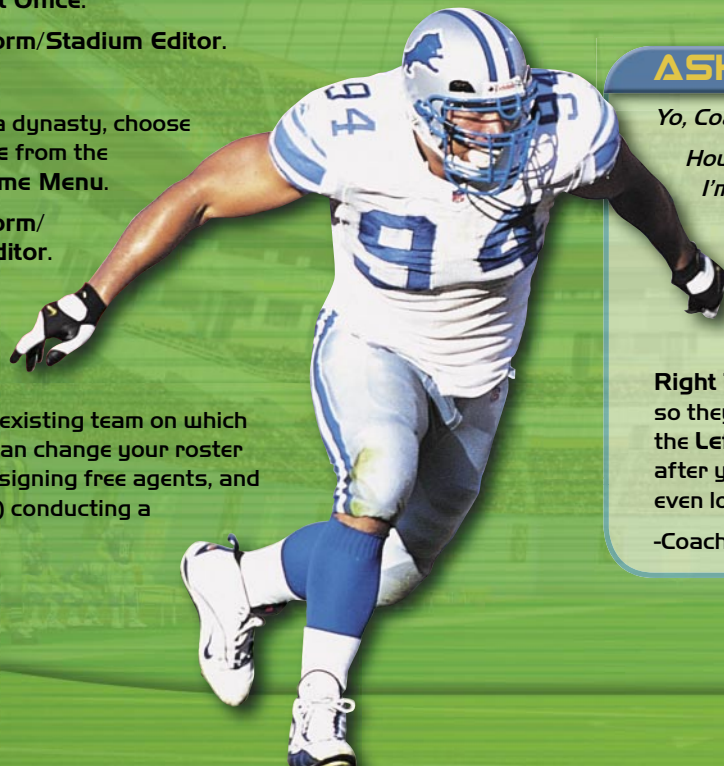
To access the Uniform/Stadium Editor

1. From the **Main Menu**, choose **General Manager**.
2. Select **Front Office**.
3. Select **Uniform/Stadium Editor**.

-or-

1. If you're in a dynasty, choose **Front Office** from the **League Home Menu**.
2. Select **Uniform/Stadium Editor**.

Note that the roster for your customized team is the same as the existing team on which you based it. You can change your roster by making trades, signing free agents, and (in **Dynasty mode**) conducting a Fantasy draft.



TOP 5...

Keys to long-term success

1. It's better to have a roster full of solid pros than a handful of stars.
2. The salary cap will prevent you from retaining many of your best players for their entire careers. Keep a fresh supply of developing, young players on your roster.
3. Know your team's strengths and weaknesses, and consider them when drafting and signing free agents.
4. Add players that fit your needs, not ones that stroke your ego.
5. When negotiating contracts, remember to check the free agents—you might be able to get an equally skilled player for a smaller salary.

ASK COACH

Yo, Coach!

How can I keep my friends from knowing what play I'm choosing?

-Vulnerable in Vancouver

Dear Vulnerable,

That's an easy one, kid. Pull and hold the **Right Trigger** to hide the highlight around your play, so they won't see which one you pick. Pull and hold the **Left Trigger** to keep the playpicker on the screen after you've chosen your play to keep 'em guessing even longer.

-Coach

SAVING & LOADING FILES

There's truly nothing better than taking your game to a friend's house and then stomping that friend into dust—right there on his own living room floor. So, you'll be happy to hear that you can save and transfer copies of your saved files to Xbox memory units.

In addition, you can store single games, dynasties, user profiles, replays, and rosters on your hard drive for those times when friends invade your home.

Here are a couple things to keep in mind when saving and loading files:

- If you make changes to one or more teams using the **General Manager**, the changes (which will appear in **Single Game mode**) will remain until you select **Restore Default Roster** from the **General Manager Menu**.

- Roster changes made during a dynasty apply only to that dynasty and will not appear when you are playing a single game.

- You can transfer saved rosters from the hard disk to a memory unit, and you can export a single team

from a dynasty. The roster you save is a compilation of the rosters of all the teams in the league.

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Special Thanks: Ed Fries, Shane Kim, James Miller, Peyton Manning, Gene Goldberg, Richard Seidlitz, Tim Langley, Clay Walker, Howard Skall, LaShun Lawson, Tirzah Orr

See the in-game credits for the complete list of the *NFL Fever 2003* team members!

WARRANTY

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Warranty

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90 day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

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For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

SUPPORT

Get an Edge on the Game!

Xbox Automated Game Tips: Available 7 days a week including holidays, 24 hours a day.

- In the U.S., call 1-900-933-TIPS. \$.95 per minute.
- In Canada, call 1-900-561-HINT. \$ 1.50 (Canadian) per minute.

Xbox Live Game Tips: Available 7 days a week including holidays, 6 A.M. to 10 P.M. Pacific time.

- In the U.S., call 1-900-933-TIPS. \$ 1.40 per minute.
- In Canada, call 1-900-561-HINT. \$ 1.50 (Canadian) per minute.

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Games Technical Support: Available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX.
TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12.
TTY users: 001-866-251-26-21.

Note: Game tips are not available from 1-800-4MY-XBOX. You must call Xbox Automated Game Tips or Xbox Live Game Tips for tips, hints, or codes.

For more information, visit us on the Web at www.xbox.com

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